

## REMARKS

This Response to Office Action is submitted in response to the Office Action dated July 15, 2002. Claims 1 to 37 were previously pending in this application. Claims 1, 10, 12, 13, 14, 15, 17, 19, 21, 26 and 33 are being amended herein. New Claim 38 is being added herein. The specification is being amended in certain places for reasons of readability and clarity. No new matter has been added by the amendments or the addition. A Petition for a Three-Month Extension of Time to Respond to the Office Action is submitted herewith. A check in the amount of \$1,022.00 is submitted herewith to cover the cost of a three month extension of time and the additional claim. Please charge Deposit Account No. 02-1818 for any insufficiency of payment or credit the account for any overpayment.

In the Office Action, Claims 1 to 14 were rejected under 35 U.S.C. § 103(a) as being obvious in view of U.S. Patent No. 6,312,334 to Yoseloff ("Yoseloff"). Claims 15 to 34 were rejected under 35 U.S.C. § 103(a) as being obvious in view of Yoseloff and Schwartz, et al., *The Encyclopedia of TV Game Shows*, 3d Edition, Checkmark Books (1999) ("Encyclopedia"). Claims 35 to 37 were rejected under 35 U.S.C. § 103(a) as being obvious in view of Yoseloff, *Encyclopedia* and in further view of U.S. Patent No. 2,012,502 to Fey ("Fey"). It is noted that the original application did not include Claim 38.

Claim 1 as amended is directed to a gaming device having a game that includes an initial award offered to a player. The initial award is selected from a first pool. A plurality of masked awards are provided. One of the masked awards is an enticement award, which is selected from a second pool. The enticement award has values ranging so that the enticement award has a value greater than a value of the initial award. One of the masked awards is a consolation award that is selected from a third pool. The consolation award has values ranging so that the consolation award has a value less than the value of the initial award. The first, second and third pools are used repeatedly so that repeated play of the game discloses the ranges of values of the different pools. Information is disclosed that one of the masked awards is an enticement award having a value greater than that of the initial award. The player is enabled to select to keep the initial award or to select one of the masked awards.

*Yoseloff* does not disclose Claim 1 as amended. *Yoseloff*, in particular, does not disclose the use of a plurality of databases or pools having differing ranges of values. *Yoseloff* cannot therefore disclose selecting an initial award for the player from one of the databases or pools and a plurality of masking awards from the other databases or pools.

*Yoseloff* discloses a different scenario. The pertinent disclosure at column 7, line 25 cited in the Office Action includes the following:

... with the second game segment showing an entirely different screen view of the three doors, behind which one makes a selection of prizes ... The selection from amongst the three doors may include, one door causing a loss of the entire wager, a second door causing a more neutral event (e.g., a push, loss of a percentage of the wager, gain or a small percentage of the wager, etc.), and a third door causing a doubling or otherwise substantial increase in the wager award.

As seen above, *Yoseloff* does not store tables of values, rather, *Yoseloff* modifies an existing value (i.e., the player's wager). *Yoseloff* teaches away from using multiple databases or pools because *Yoseloff* risks a portion or all of the player's prior game outcome (called a wager in *Yoseloff*), which is a variable. The use of databases or pools would, in short, destroy the game of *Yoseloff* as described in that reference.

Still further, *Yoseloff* does not disclose using the first, second and third pools repeatedly so that repeated play of the game provides information about the ranges of the values of the different pools. This is not possible in *Yoseloff*, which bases the outcome on the player's prior win, not on a database or pool that is used repeatedly..

In the present invention, part of the fun of the game is that the player knows at least some information necessary to make a rational decision about whether or not to forgo an initial award and risk selecting a masked award. The player has an initial award and knows that there is an award higher than the initial award, but the player does not know which selection will yield the higher award. The player also knows that the player can select from a multitude of selections, and does not know whether these selections will yield a higher or lower award. Repeated play of the game gives the player some idea as to whether the current award is good or bad relatively, and the values roughly of the available selections to determine risk.

No reference is cited that cures the deficiencies of *Yoseloff* with respect to Claim 1 as amended. For each of the foregoing reasons, Claim 1, as amended, and Claims 2 to 9 that depend respectively therefrom are each novel, non-obvious and patentably distinguished over *Yoseloff* and in condition for allowance.

*Yoseloff* is additionally deficient because it does not disclose the disclosure means of Claim 3 for disclosing the value of the enticement award. The passage of *Yoseloff*, column 11, line 36 to column 12, line 32 describes "the play of the underlying game" of Let It ride Poker®. This game enables the player to change the player's bet based on seeing part of a poker hand. The paytable of *Yoseloff*, it is said, "provides the player with an incentive to continue to fill in the cards" and "motivates the player to finish what he has started." The paytable of *Yoseloff* does not teach or suggest providing information for the enticement award by which the player can determine whether to forgo an initially provided award for the enticement award.

*Yoseloff* is further deficient because it does not disclose the disclosure means of Claim 4 for disclosing the value of the consolation award. For the above-described reasons, the paytable of *Yoseloff* does not teach or suggest providing information for the consolation award by which the player can determine whether to forgo an initially provided award and risk achieving the consolation award.

*Yoseloff* is likewise deficient because it does not disclose the disclosure means of Claim 5 for disclosing the value of the initial award and the enticement award. For the above-described reasons, the paytable of *Yoseloff* does not teach or suggest providing information for the enticement award and the initial award by which the player can determine whether to forgo an initially provided award for the enticement award.

*Yoseloff* is deficient because it does not disclose a plurality of initial awards as included in Claim 6. The relevant passages of *Yoseloff*, column 8, lines 46 to 57 and column 9, lines 46 to 67 state that at least a portion of the payout of the first segment is directly carried into the second segment as a wager in the second segment. Even assuming that a payout of the first segment of *Yoseloff* teaches the initial award of Claim 1, nowhere does *Yoseloff* teach using a plurality of payouts from a first game in a secondary game or describe a secondary game that could use two payouts.

*Yoseloff* is further deficient because it does not disclose a plurality of enticement awards or a plurality of consolation awards as included in Claims 7 and 8 respectively. Indeed, the pertinent disclosure at around column 7, line 25, cited above, teaches a single loss, a single neutral and a single increase outcome. For each of the above described reasons, Claims 3 to 8 are patentably distinguished over *Yoseloff*.

Claim 10 as amended is directed to a method for operating a gaming device. The method includes the steps of: (i) selecting an initial award from a first pool of values; (ii) selecting a second award from a second pool of values; (iii) selecting a third award from a third pool of values, the first, second and third pools used repeatedly so that repeated play of the game provides information about ranges of the values of the pools; (iv) offering an initial award to a player; (v) displaying a plurality of masked awards to said player; (vi) disclosing to said player that one of said masked awards has a value greater than the value of said initial award; (vii) providing one of said masked awards such that it has a value less than the value of said initial award; and (viii) enabling said player to select to keep said initial award or to select one of said masked awards.

*Yoseloff* does not disclose, teach or suggest Claim 10, as amended. For each of the reasons described above in connection with Claim 1, *Yoseloff* does not disclose Claim 10 as amended. *Yoseloff* does not disclose the use of a plurality of pools having differing ranges of values. *Yoseloff* cannot therefore disclose selecting an initial award for the player from one of the pools and a plurality of masking awards from the other pools. Still further, *Yoseloff* does not disclose using the first, second and third pools repeatedly so that repeated play of the game provides information about the ranges of the values of the different pools. For at least these reasons, Claim 10 as amended and Claims 11 to 14 that depend therefrom are each novel, non-obvious and patentably distinguished over *Yoseloff* and in condition for allowance.

Additionally, because the payable of *Yoseloff* is different fundamentally from disclosing information about masked awards (as described above in connection with Claim 3), *Yoseloff* does not teach or suggest disclosing the values of: (i) the second award as included in Claim 12; (ii) the third award as included in Claim 13; and (iii) the

initial and the second award as included in Claim 14. For at least these reasons, Claims 12 to 14 are distinguished patentably over *Yoseloff*.

Claim 15 as amended is directed to a method for revealing masked awards in a gaming device. The method includes the step of displaying a plurality of masked awards to a player: (i) one of the masked awards having a minimum value less than the values of the other masked awards; (ii) one of the masked awards having a maximum value greater than the values of the other masked awards; and (iii) at least one of the masked awards having an intermediate value greater than the minimum value and less than the maximum value. The minimum, maximum and intermediate values are each selected randomly from separate value pools stored in the gaming device, the separate value pools each having different value ranges. The method also includes enabling the player to select at least one of the masked awards. The method also includes revealing the award having an intermediate value first if the player selects the award having the minimum value.

Claim 15 as amended is not disclosed by the combination of *Yoseloff* and *Encyclopedia*. There is no teaching, first of all, showing the values of the masked awards being selected from different databases. As described above, *Yoseloff* modifies the player's outcome in a first game segment (called a wager in *Yoseloff*) and does not pull values from different value pools. Also, *Yoseloff* shows three possible outcomes, whereas Claim 15 (and Claim 1) includes four possible awards. Also, there is no showing in *Encyclopedia* that the game show generated awards from award pools stored in a gaming device. *Encyclopedia* does not cure the deficiencies of *Yoseloff*.

There is no showing in *Yoseloff* or *Encyclopedia* that the replacement awards are chosen randomly. *Yoseloff*, rather, appears to disclose including preset multipliers as opposed to randomly chosen values. There is no showing in *Encyclopedia* or the Affidavit submitted with the Office Action that the game show items are selected randomly from pools behind the curtains or boxes.

Additionally, Claim 16 requires, if the player selects the award having the minimum value, revealing the intermediate value first and the maximum value last. Neither *Encyclopedia* nor the Affidavit attached to the Office Action suggest this combination of revealing. It is axiomatic that for an obviousness rejection, the prior art

must teach each of the elements of the claim. Then, there must be a motivation to combine the references. In this instance, the threshold showing of each of the elements has not been made. It is not enough to say that an element is simply an "equivalent variation". The variation must be shown somewhere in the art. Claim 16 therefore provides an additional patentable feature over *Yoseloff* and *Encyclopedia*.

Claim 17, as amended, is directed to a method for revealing masked awards in a gaming device. The method includes the step of displaying a plurality of masked awards to a player: (i) one of the masked awards having a minimum value less than the values of the other masked awards; (ii) one of the masked awards having a maximum value greater than the values of the other masked awards; and (iii) at least one of the masked awards having an intermediate value greater than the minimum value and less than the maximum value. The minimum, maximum and intermediate values are each selected randomly from separate value pools stored in the gaming device, the separate value pools each having different value ranges. The method also includes the step of enabling the player to select at least one of the masked awards. Further, the method includes the step of revealing the award having the minimum value first if the player selects the award having an intermediate value.

*Yoseloff* and *Encyclopedia* do not teach the steps of Claim 17 as amended. Reiterating the reasons described above, there is no teaching by the art of the values of the masked awards being selected from different databases. Second, neither of the references discloses, teaches or suggests selecting the values randomly. Accordingly, Applicants respectfully submit that Claim 17 as well as Claim 18 that depends therefrom are each novel, non-obvious and patentably distinguished over *Yoseloff* and *Encyclopedia* and are in condition for allowance.

Additionally, Claim 18 requires, if the player selects the award having the intermediate value, revealing the minimum value first and the maximum value last. It is not enough to say this combination is simply an "equivalent variation" of the showings made by the cited art. The combination must be shown somewhere in the art. Claim 18 therefore provides an additional patentable feature over *Yoseloff* and *Encyclopedia*.

Claim 19, as amended, is directed to a method for revealing masked awards in a gaming device. The method includes the step of displaying a plurality of masked

awards to a player: (i) one of the masked awards having a minimum value less than the values of the other masked awards; (ii) one of the masked awards having a maximum value greater than the values of the other masked awards; and (iii) a plurality of the masked awards having an intermediate value greater than the minimum value and less than the maximum value. The minimum, maximum and intermediate values are each selected randomly from separate value pools stored in the gaming device, the separate value pools each having different value ranges. The method also includes the step of enabling the player to select at least one of the masked awards. Further, the method includes the step of revealing the award having an intermediate value first if the player selects another award having an intermediate value.

*Yoseloff* and *Encyclopedia* do not teach the steps of Claim 19 as amended. Reiterating the reasons described above, there is no teaching by the art of the values of the masked awards being selected from different databases. Second, neither of the references discloses, teaches or even suggests selecting the values randomly.

Additionally, *Yoseloff* and *Encyclopedia* do not teach providing a plurality of intermediate values. This brings the total available awards to five (one maximum, one minimum, two intermediate and one initial). The plurality of intermediate values is a structural element not taught by *Yoseloff* and *Encyclopedia*. Accordingly, Applicants respectfully submit that Claim 19 as well as Claim 20 that depends therefrom are each novel, non-obvious and patentably distinguished over the *Yoseloff* and *Encyclopedia* and are in condition for allowance.

Additionally, Claim 20 requires, if the player selects one of the awards having an intermediate value, revealing the selected intermediate value first and the maximum value last. It is not enough to say this combination is simply an “equivalent variation” of the showings made by the cited art. The combination must be shown somewhere in the art. Moreover, the art does not teach two intermediate values and therefore cannot teach revealing one of the intermediate values first. Claim 20 therefore provides an additional patentable feature over *Yoseloff* and *Encyclopedia*.

Claim 21 as amended is directed to a method for revealing masked awards in a gaming device. The method includes the step of displaying a plurality of masked awards to a player: (i) one of the masked awards having a minimum value less than the

values of the other masked awards; (ii) one of the masked awards having a maximum value greater than the values of the other masked awards; and (iii) at least one of the masked awards having an intermediate value greater than the minimum value and less than the maximum value. The minimum, maximum and intermediate values are each selected randomly from separate value pools stored in the gaming device, the separate value pools each having different value ranges. The method also includes the step of enabling the player to select at least one of the masked awards. Further, the method includes the step of revealing the award having the maximum value last if the player selects the award having the maximum value.

*Yoseloff* and *Encyclopedia* do not teach the steps of Claim 21 as amended. Reiterating the reasons described above, there is no teaching by the art of the values of the masked awards being selected from different databases. Second, neither of the references discloses, teaches or even suggests selecting the values randomly. Accordingly, Applicants respectfully submit that Claim 21 as well as Claims 22 to 25 that depend therefrom are each novel, non-obvious and patentably distinguished over *Yoseloff* and *Encyclopedia* and are in condition for allowance.

Additionally, Claims 22 and 23 each require, if the player selects the award having the maximum value, revealing the maximum value last as well as an additional reveal element. It is not enough to say these combinations are simply "equivalent variations" of the showings made by the cited art. The combinations must be shown somewhere in the art. Claims 22 and 23 therefore provide an additional patentable features over *Yoseloff* and *Encyclopedia*.

Furthermore, Claims 24 and 25 each require a decision to be made when the maximum value is selected. No art even remotely suggests this element. Claim 25 further limits this element by requiring the outcomes to be weighted equally. One must strain even in hindsight to find this combination an "equivalent variation". Claims 24 and 25 provide additional patentable features over *Yoseloff* and *Encyclopedia*.

Claim 26 as amended is directed to a method for revealing masked awards in a gaming device. The method includes the step of displaying a known award and a plurality of masked awards to a player: (i) one of the masked awards having a minimum value less than the values of the other masked awards; (ii) one of the masked awards

having a maximum value greater than the values of the other masked awards; and (iii) at least one of the masked awards having an intermediate value greater than the minimum value and less than the maximum value. The minimum, maximum and intermediate values are each selected randomly from separate value pools stored in the gaming device, the separate value pools each having different value ranges. The method also includes the step of enabling the player to select at least one of the masked awards. Further, the method includes the step of revealing the award having the maximum value last if the player selects the award having the maximum value.

*Yoseloff* and *Encyclopedia* do not teach the steps of Claim 26 as amended. Reiterating the reasons described above, there is no teaching by the art of the values of the masked awards being selected from different databases. Second, neither of the references discloses, teaches or even suggests selecting the values randomly. Accordingly, Applicants respectfully submit that Claim 26 as well as Claims 27 to 30 that depend therefrom are each novel, non-obvious and patentably distinguished over the *Yoseloff* and *Encyclopedia* and are in condition for allowance.

Additionally, Claims 27 and 28 each require additional elements if the player selects the known award or the award having the intermediate value, respectively. Again, it is not enough to say these combinations are simply "equivalent variations" of the showings made by the cited art. The combinations must be shown somewhere in the art. Claims 27 and 28 therefore provide an additional patentable features over *Yoseloff* and *Encyclopedia*.

Furthermore, Claims 29 and 30 each require a decision to be made when the maximum value is selected. No art even remotely suggests this element. Claim 30 further specifies this element by having the outcomes weighted equally. Even in hindsight it is difficult to find this combination an "equivalent variation." Claims 29 and 30 provide additional patentable features over *Yoseloff* and *Encyclopedia*.

Claims 31 and 32 as originally filed each provide multiple revealing steps and structural elements that are simply not shown or suggested by the art. The Claims each require multiple masked higher values and multiple masked lower values. Not only does *Yoseloff* teach a game that is different structurally from the claimed invention, *Yoseloff* teaches three possible outcomes. Claims 31 and 32 each include at least five

possible outcomes. There is no showing that *Encyclopedia* or the Affidavit overcome this structural deficiency.

Claims 31 and 32 as originally filed each include four separate reveal steps. Even in hindsight, *Encyclopedia* and the Affidavit do not teach the combination of four reveal steps. As admitted in the Affidavit, the game show provided only three curtains. Claims 31 and 32 each include one known award and four reveals. Not only do Claims 31 and 32 include structural elements not taught by the references cited, the structural elements are linked functionally in ways not taught or suggested by the art. Applicants respectfully submit that Claims 31 and 32 as filed are each novel, non-obvious and patentably distinguished over the *Yoseloff*, *Encyclopedia* and the Affidavit and are in condition for allowance.

Claim 33 as amended is directed to a system for revealing masked awards in a gaming device. The system includes a processor operable with at least one award pool to select at least three awards. The selected awards include a highest value award. The system also includes a display device operable with the processor. The processor and the display device operate to enable a player to input a decision to obtain one of the selected awards. One of the selected awards is provided to the player based on the inputted decision. That provided award is revealed to the player after another one of the selected awards is revealed to the player. The highest value award is revealed last to the player whether or not the highest value award is the provided award.

*Yoseloff*, *Encyclopedia*, the Affidavit and *Fey* do not teach the elements of Claim 33 as amended. *Yoseloff* and *Encyclopedia* do not disclose an award pool or the use thereof to provide selectable awards. The payable of *Yoseloff* shows the outcomes of gaming combinations, not possible selectable values. *Encyclopedia* and the Affidavit involve a live game and therefore do not teach or suggest the award pool, the processor, the award pool operable with the processor or the display device.

Further, no reference discloses the combination of revealing a non-selected value first and the highest possible value last. Applicants respectfully submit therefore that Claim 33 as amended and Claims 34 to 37 that depend from Claim 33 are each novel, non-obvious and patentably distinguished over the *Yoseloff*, *Encyclopedia*, the Affidavit and *Fey* and are in condition for allowance.

Claim 34 has been amended merely to conform with the language of Claim 33 as amended and not for any statutory reason. The amendment is non-narrowing and disclaims no subject matter. *Fey* involves a pinball machine, not a machine providing player selectable values. There is no motivation therefore to combine features of *Fey* for revealing selectable awards of the claimed invention on a secondary display as included in Claim 35 or behind a mechanical door as included in Claims 36 and 37. Claims 35 to 37 provide additional patentable features over *Yoseloff, Encyclopedia*, the Affidavit and *Fey*.

Newly added Claim 38 is directed to a gaming device. The gaming device includes an initial award offered to a player having a value. A plurality of masked awards are provided: (i) one of said masked awards is an enticement award having a value greater than the value of said initial award; and (ii) one of said masked awards is a consolation award having a value less than the value of said initial award. There is means for disclosing information about the awards sufficient for the player to determine optimally whether to elect to trade the initial award for one of the masked awards. There is also means for enabling the player to keep the initial award or select one of the masked awards.

*Yoseloff, Encyclopedia*, the Affidavit and *Fey* do not teach or suggest the above combination of elements. For example, the references do not teach or suggest disclosing information about the awards sufficient for the player to determine optimally whether to elect to trade the initial award for one of the masked awards. Support for this additional claim is provided in connection with Figs. 7 and 8. Applicant submits respectfully that this amount of information would destroy the game of the *Encyclopedia* and the Affidavit and is not taught by and is different from a gaming device payable, which does not involve a keep or trade situation. Claim 38 should therefore be deemed allowable.

Attached hereto is a marked-up version of the changes made to the specification and Claims by the current amendment. The attached page is captioned "Versions with Markings to Show Changes Made."

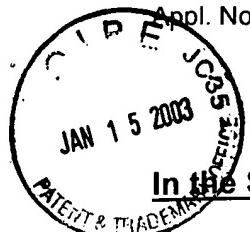
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VERSION WITH MARKINGS TO SHOW CHANGES MADEIn the Specification:

The paragraph beginning at line 4 of page 4 has been amended as follows:

In the known "go-until" or "do-until" bonus round, the game reveals all unselected awards and terminators associated with the pattern after the player selects a terminator. ~~s-ne~~ No specific reference is made as to how or in which manner the game reveals the unselected awards or terminators. Revealing the masks from selected and unselected awards and other gaming device components is well known in the art. No known game, however, reveals awards or other gaming device components in any particular manner or employs any particular method of deciding which awards to reveal first, second, etc. It should be appreciated, that in a game which prompts a player to calculate, weigh options, and explore the consequences of the player's selection, it is desirable to reveal the consequences of the player's selection in a manner that maximizes player excitement and enjoyment.

The paragraph beginning at line 6 of page 7 has been amended as follows:

Another object of the present invention is ~~that in~~ to provide a gaming device that prompts a player to calculate, weigh options, explore the consequences of the player's selection, and to reveal the consequences of the player's selection in a manner that attempts to maximize player excitement and enjoyment.

The paragraph beginning at line 18 of page 17 has been amended as follows:

In the award selection embodiment of Fig. 3 and in all succeeding selection embodiments, the game can employ more than one initial award ~~selectors~~ selector 52. In this instance, the prompt 60 includes a suitable message, such as, "One of the selections A, B, or C has more credits than either of your current credits. You can select one of your current credits or try for a higher value."

The paragraph beginning at line 10 of page 32 has been amended as follows:

Referring now to Fig. 12, a front elevational view of an example of a separate electro-mechanical display mechanism 110 is illustrated, which operates in conjunction with a secondary display device (not shown) and the display device 32 to reveal one or a plurality of selected awards. Fig. 12 illustrates gaming device 10 having an area above the display device 32, on the front side of the gaming device 10, on which to position

the display mechanism 110. Display mechanism 110 is preferably juxtaposed next to the display device 32, as shown, such that a directional indicator, such as the arrow displayed as the indicia of selector 56 can readily direct the player to the display mechanism. That said, the present invention contemplates positioning the display mechanism 110 to the left of, to the right of and underneath as well as above the display device 32.

The paragraph beginning at line 8 of page 36 has been amended as follows:

The belt 124 preferably displays a plurality of awards, such as the award #3, award #4 and award #5 illustrated by Fig. 14. The belt 124 can display any award indicia designed by the implementor including numerical award values, an image in conjunction with a value and a character in conjunction with a value. In certain embodiments, the display can include one or more images and/or characters. The motor 121, preferably a stepper motor as described above, is programmable and can rotate the belt in two directions, using variable velocities and accelerations and stop the belt at any time to display any award desired by the implementor.

The paragraph beginning at line 18 of page 37 has been amended as follows:

For example, referring to the reveal sequence illustrated with the row 80 of Fig. 9 10, if the player elects to forgo the initial award, tries for the enticement award and selects the low valued consolation award: (i) the doors 112 and 114 open, the game first reveals the intermediate consolation award and the doors close; (ii) the doors 112 and 114 open, the game secondly reveals the player's selection of the low valued consolation award and the doors close; and (iii) the doors 112 and 114 open, the game reveals the high valued enticement award and the doors close. In another example, the doors 112 and 114 open once, the game displays the entire reveal sequence and the doors close. The present invention contemplates any combination of these two examples revealing any reveal sequence designed by the implementor. If the player elects to play it safe and select the initial award, the game can: (i) reveal all values with the doors opening and closing one time; (ii) reveal individual values with the doors opening and closing a plurality of times; or (iii) provide any suitable reveal means on the display device 32 such as enabling selectors 54, 56 and 58 to once again reveal or unmask the awards.

**In the Claims:**

Claim 1 has been amended as follows:

1. (Amended) A gaming device having a game comprising:
  - an initial award selected from a first pool, the initial award offered to a player having a value;
    - a plurality of masked awards, one of said masked awards being an enticement award selected from a second pool having values ranging so that the enticement award has a value greater than the a value of said initial award, and one of said masked awards being a consolation award selected from a third pool having values ranging so that the consolation award has a value less than the value of said initial award;
    - the first, second and third pools used repeatedly so that repeated play of the game provides information about ranges of the values of the pools;
  - means for disclosing information about said awards to said player including that one of said masked awards is an enticement award having a value greater than said value of said initial award; and
  - means for enabling said player to keep said initial award or to select another one of the masked award awards.

Claim 10 has been amended as follows:

10. (Amended) A method for operating a game of a gaming device, said method comprising the steps of:
  - (a) selecting an initial award from a first pool of values;
  - (b) selecting a second award from a second pool of values;
  - (c) selecting a third award from a third pool of values, the first, second and third pools used repeatedly so that repeated play of the game provides information about ranges of the values of the pools;
  - (d) offering an initial award to a player;
  - (e) displaying a plurality of masked awards to said player;
  - (f) disclosing to said player that one of said masked awards has a value greater than the value of said initial award;

(d) (g) providing one of said masked awards such that it has a value less than the value of said initial award; and

(e) (h) enabling said player to select to keep said initial award or to select one of said masked awards.

Claim 12 has been amended as follows:

12. (Amended) The method of Claim 10, which includes disclosing the value of said ~~award greater than the initial second~~ award to the player before the player's selection.

Claim 13 has been amended as follows:

13. (Amended) The method of Claim 10, which includes disclosing the value of said ~~award lower than the initial third~~ award to the player before the player's selection.

Claim 14 has been amended as follows:

14. (Amended) The method of Claim 10, which includes disclosing the values of the initial award and the ~~award having a value greater than the initial second~~ award to the player before the player's selection.

Claim 15 has been amended as follows:

15. (Amended) A method for revealing masked awards in a gaming device, said method comprising the steps of:

(a) displaying a plurality of masked awards to a player, one of said masked awards having a minimum value less than the values of the other masked awards, one of said masked awards having a maximum value greater than the values of the other masked awards, and at least one of said masked awards having an intermediate value greater than said minimum value and less than said maximum value, the minimum, maximum and intermediate values each selected randomly from separate value pools stored in the gaming device, the separate value pools each having different value ranges;

(b) enabling said player to select at least one of said masked awards; and

(c) revealing said award having an intermediate value first if said player selects said award having said minimum value.

Claim 17 has been amended as follows:

17. (Amended) A method for revealing masked awards in a gaming device, said method comprising the steps of:

(a) displaying a plurality of masked awards to a player, one of said masked awards having a minimum value less than the values of the other masked awards, one of said masked awards having a maximum value greater than the values of the other masked awards, and at least one of said masked awards having an intermediate value greater than said minimum value and less than said maximum value, the minimum, maximum and intermediate values each selected randomly from separate value pools stored in the gaming device, the separate value pools each having different value ranges;

(b) enabling said player to select at least one of said masked awards; and

(c) revealing said award having said minimum value first if said player selects said award having an intermediate value.

Claim 19 has been amended as follows:

19. (Amended) A method for revealing masked awards in a gaming device, said method comprising the steps of:

(a) displaying a plurality of masked awards to a player, one of said masked awards having a minimum value less than the values of the other masked awards, one of said masked awards having a maximum value greater than the values of the other masked awards, and at least one a plurality of said masked awards having an intermediate value greater than said minimum value and less than said maximum value, the minimum, maximum and intermediate values each selected randomly from separate value pools stored in the gaming device, the separate value pools each having different value ranges;

(b) enabling said player to select at least one of said masked awards; and

(c) revealing an award having an intermediate value first if said player selects another award having an intermediate value.

Claim 21 has been amended as follows:

21. (Amended) A method for revealing masked awards in a gaming device, said method comprising the steps of:

(a) displaying a plurality of masked awards to a player, one of said masked awards having a minimum value less than the values of the other masked awards, one of said masked awards having a maximum value greater than the values of the other masked awards, and at least one of said masked awards having an intermediate value greater than said minimum value and less than said maximum value, the minimum, maximum and intermediate values each selected randomly from separate value pools stored in the gaming device, the separate value pools each having different value ranges;

(b) enabling said player to select at least one of said masked awards; and

(c) revealing said award having said maximum value last if said player selects said award having said maximum value.

Claim 26 has been amended as follows:

26. (Amended) A method for revealing masked awards in a gaming device, said method comprising the steps of:

(a) displaying a known award and a plurality of masked awards to a player, one of said masked awards having a minimum value less than the values of the other masked awards, one of said masked awards having a maximum value greater than the values of the other masked awards, and at least one of said masked awards having an intermediate value greater than said minimum value and less than said maximum value, the minimum, maximum and intermediate values each selected randomly from separate value pools stored in the gaming device, the separate value pools each having different value ranges;

(b) enabling said player to select said known award or at least one of said masked awards; and

(c) revealing said award having said maximum value last if said player selects said known award.

Claim 33 has been amended as follows:

33. (Rewritten) A system for revealing masked awards in a gaming device, said system comprising:

~~a player award provided by said gaming device to a player, said player award being selected from a plurality of awards, and said player award being revealed after another award is revealed; and processor operable with at least one award pool to randomly select at three awards, said selected awards including a highest value award; and~~

~~a highest valued award having the highest value compared to values of a plurality of awards, said highest valued award being revealed last. a display device operable with the processor, wherein the processor and the display device operate to enable a player to input a decision to obtain one of the selected awards, wherein one of the selected awards is provided to the player based on the inputted decision, wherein said provided award is revealed to the player after another one of the selected awards is revealed to the player and wherein the highest value award is revealed last to the player whether or not the highest value award is the provided award.~~

Claim 34 has been amended as follows:

34. (Amended) The system of Claim 33, ~~which includes a primary display device connected to a controller of said gaming device, said primary~~ wherein the display device including displays the plurality of awards as a plurality of player selectable masked awards and means for revealing at least one of said awards.